Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A virtual reality encounter system comprising:

a first mannequin;

a first camera supported by the first mannequin, the first camera for capturing an a first image of a scene;

a first processor receiving in real time the first image of the scene from the first camera supported by the mannequin, the first processor overlaying a virtual environment over one or more portions of the received real-time first image to form an a first image of a virtual scene with the image of the virtual scene including at least one remaining portion of the real-time first image, and sending the first image of the virtual scene including at least one remaining portion of the real-time first image in real time to a communications network; and

a first set of goggles to render a second image of a virtual scene from signals received from the communication network.

2. (Currently Amended) The system of claim 1, wherein the first mannequin is a first humanoid robot having tactile sensors positioned along the exterior of the first robot, the sensors sending tactile signals to a communications network; the system further including a body suit having tactile actuators, the tactile actuators receiving the tactile signals from the communications network.

3. (Currently Amended) The system of claim 2, further comprising:

motion sensors positioned throughout the body suit, the motion sensors sending motion signals corresponding to movements of each sensor relative to a reference point, the motion signals transmitted to the communications network; and

a second humanoid robot, receiving, from the communications network, the motion signals from the motion sensors, the motion signals from the motion sensors causing a movement of the <u>second</u> robot that is correlated to a movement of the body suit.

4. (Currently Amended) The system of claim 3, wherein the <u>second</u> robot includes motion actuators corresponding to the motion sensors, the motion actuators causing the <u>second</u> robot to move.

5. (Currently Amended) The system of claim 3, wherein the <u>second</u> robot has life-like features, the <u>second</u> robot comprises:

a body; and

a microphone coupled to the body, the microphone for sending audio signals to the communications network.

6. (Currently Amended) The system of claim 5, wherein the <u>first</u> set of goggles further includes a <u>first</u> transducer to render <u>the</u> audio signals received from the microphone.

7. (Currently Amended) The system of claim [[6]] <u>5, wherein the first set of the goggles and the first robot is at a first location and the first robot includes a first microphone for sending first audio signals to the communication work,</u> ~~and the set of goggles is at a second location and~~

<u>wherein</u> the second humanoid robot is at a second location <u>and the body of the second robot supports a second camera</u>, the <u>microphone coupled to the body of the</u> second robot ~~having~~ <u>being</u> a second microphone and ~~a second camera~~ <u>the audio signals sent by the second microphone being second audio signals</u>; and

<u>the system further comprising</u> a second set of goggles to receive the <u>first image of the virtual scene including at least one remaining portion of the real-time first image</u> ~~video signals from the first camera~~ and ~~a second earphone~~ to receive the <u>first</u> audio signals from the first microphone.

8. (Currently Amended) The system of claim [[7]] 1, wherein the communications network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location,

and the system further comprising a the second processor connected to the first processor via a network.

9. (Currently Amended) The system of claim 6, wherein the communications network comprises an interface having one or more channels for:

receiving the audio signals from the microphone;

receiving the first video image from the first camera;

sending signals representing the second image of a virtual scene the video signals to the first set of goggles; and

sending the audio signals to the first transducer.

10. (Currently Amended) The system of claim [[6]] 7, wherein the body includes an eye socket and the second camera is positioned in the eye socket.

11. (Currently Amended) The system of claim [[6]] 7, wherein the body includes an ear canal and the second microphone is positioned within the ear canal.

12. (Currently Amended) The system of claim 1, wherein the set of goggles[[,]] comprises a receiver to receive the second image of a virtual scene.

13. (Currently Amended) The system of claim 6, wherein the first robot comprises a transmitter to wirelessly send or receive the audio signals, the tactile signals, the motion signals and the first video image to or from the communications network.

14. (Currently Amended) A method of having a virtual encounter, comprising:

receiving in real time a first video image from a first camera coupled to a first

mannequin, the first camera sending the first video image to a communications network;

overlaying a virtual environment over one or more portions of the first video image to

form a first virtual scene, the first virtual scene including at least a remaining portion of the first

video image; and

rendering in real time the first virtual scene using a first set of goggles.


15. (Currently Amended) The method of claim 14, wherein the first mannequin is a first

humanoid robot and the method further comprises :

sending tactile signals received from tactile sensors positioned along an exterior of the

first humanoid robot to the communications network, the tactile sensors positioned along the

exterior of the robot; and

receiving the tactile signals from the communications network at a body suit having

tactile actuators.


16. (Currently Amended) The method of claim 15, further comprising:

sending motion signals from motion sensors positioned throughout the surface of a

human, the motion signals corresponding to movements of each sensor relative to a reference

point, the motion signals being transmitted to [[a]] the communications network;

receiving, at the first humanoid robot, the motion signals sent by the motion sensors; and

causing a movement of the first humanoid robot that is correlated to a movement of the

human based on the motion signals received from the motion sensors.


17. (Currently Amended) The method of claim 16, wherein receiving the motion signals

comprises receiving motion signals from the motion sensors at corresponding motion actuators

coupled to the first robot, causing a movement comprises the motion actuators causing the robot to move.

18. (Currently Amended) The method of claim 14, further comprising:

sending first audio signals over the communications network, the first audio signals being produced from a first microphone coupled to the first mannequin ; and

transducing the first audio signals received from the communications network using a transducer embedded in the first set of goggles.

19. (Currently Amended) The method of claim 18, further comprising:

sending second audio signals to the communications network from a second microphone coupled to a second mannequin having life-like features;

sending a second video image to the communications network from a second camera coupled to the second mannequin;

rendering the second image received from the communications network onto a monitor coupled to a second set of goggles; and

transducing the audio signals received from the communications network using a second transducer embedded in the second set of goggles.

20. (Currently Amended) The method of claim 18, wherein the second mannequin includes an eye socket and the second camera is positioned in the eye socket.

21. (Currently Amended) The method of claim 18, wherein the second mannequin includes an ear canal and further comprising positioning the second microphone within the ear canal.

22. (Currently Amended) The method of claim 14, wherein the first set of goggles[[,]] comprises a display to render the first virtual scene.

23. (Currently Amended) The method of claim 18, wherein the <u>second</u> mannequin further comprises a transmitter to wirelessly send the <u>second</u> audio signals and the <u>second</u> video image to the communications network.

24. (Currently Amended) A virtual reality encounter system comprising:
a first mannequin including:

a first camera supported by the first mannequin, the first camera for capturing a first <u>real-time</u> image of a scene that encompasses the environment of the first mannequin;
a second mannequin including:

a second camera supported by the second mannequin, the second camera for capturing a second <u>real-time</u> image of a scene that encompasses the environment of the second mannequin; ~~and~~

~~a first body suit having~~ <u>first</u> motion sensors disposed over the <u>second mannequin</u> ~~first body suit~~, the <u>first</u> motion sensors sending motion actuating signals over a communications network, <u>and</u> ~~the first body suit further having~~

<u>first</u> motion actuators disposed over the <u>second mannequin</u> ~~first body suit~~, the <u>first</u> motion actuators receiving motion sensing signals from the communications network;

a processor receiving <u>in real time</u> and processing the first <u>real-time</u> image and the second <u>real-time</u> image over [[a]] <u>the</u> communications network;

a set of goggles having a display, the set of goggles receiving and rendering on the display at least one of the <u>processed</u> first <u>real-time</u> image and the <u>processed</u> second <u>real-time</u> image from the communications network; and

a ~~second~~ body suit having <u>second</u> motion sensors disposed over the ~~second~~ body suit, the <u>second</u> motion sensors sending <u>the</u> motion ~~the~~ actuating signals to the <u>first motion actuators</u> ~~first body suit~~ over the communications network, the ~~second~~ body suit further having motion actuators disposed over the ~~second~~ body suit, the motion actuators receiving the motion sensing signals from the <u>first motion sensors</u> ~~first body suit~~ over the communications network.

25. (Currently Amended) The system of claim 24, wherein the <u>first</u> mannequin is a humanoid robot having ~~the first body suit with~~ tactile sensors and tactile actuators.